Einstein Mind Trainer

User's Guide

MODEL NO.: ET460

Congratulations on your purchase of the Einstein Mind Trainer. Train your brain on the go with simple, intuitive controls and an assortment of mind-sharpening exercises and games.

Albert Einstein is probably best known for his famous formula, $E=mc^2$, but this German-born theoretical physicist made unparalleled contributions to modern scientific thought. In the field of physics, he introduced his special theory and general theory of relativity and, in 1921, his work on the photoelectric effect won him the Nobel Prize in Physics.

Please read this guide thoroughly especially noting safety and care instructions. Keep this manual for reference.

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STYLUS

The stylus is located on the side of the unit held in a built-in compartment. Slide the stylus out for use and in for storage.

BATTERY INSTALLATION

1. The battery compartments are located on the back of the unit. Using a small Phillips screwdriver, remove each compartment cover.
2. Install 2 fresh, alkaline AAA batteries, making sure to match the polarity (+ and -) as shown on the diagram inside of the battery compartments.
3. Replace the covers and screw in firmly.

NOTE: After inserting new batteries, if the unit does not work properly, press the RESET button.

To conserve battery life, this unit will automatically shut off if left inactive.

Key Functions

MENU

Use to return to a previous menu screen.

ON

Touch to turn the unit on.

ENTER

Touch this key to confirm a selection.

CANCEL

Use to cancel a selection or move back to a previous menu.

LEFT (8) AND RIGHT (9)
Use Left (number 8 key) and Right (number 9 key) to cycle through menus.

0-9
Use the numbers to input answers in various games. Also, when selecting a game you can input the number of the game you wish to choose.

Getting Started

When the unit is turned on for the first time or after new batteries have been installed, you will be prompted to enter the date and time.

The unit will flash the month. Enter it by touching the numbers with the stylus. For example, touch "0" then "1" to enter January as the month.

Once you are done, touch the day to change it and continue until you have entered the year and time. At the end of setting the time touch P or A to choose between AM and PM, then touch 12H or 24H to choose whether you want a standard clock or 24-hour clock. At any point, you can touch any part of the date and time to change it.

Press ENTER when you are done and continue to the Main Menu screen.

Choosing your Game

Main Menu

At the Main Menu screen use Left and Right (the 8 and 9 keys) to cycle through the menu.

There are 6 game modes and 5 option modes to choose from. Use LEFT and RIGHT to cycle through each selection then press enter to confirm

Game Modes

Use LEFT and RIGHT to highlight a game mode then use ENTER to confirm. The 6 game modes are:

- Memorization
- Listening
- Imagination
- Intuition
- Analysis
- Calculation

Each game mode contains several games (with the exception of Imagination and Calculation which only contain 1 game each). Use LEFT and RIGHT to choose which game you'd like to play. Touch ENTER to confirm.

After selecting the mode and game you will use LEFT and RIGHT to select one of three difficulty levels: Easy, Normal and Hard. Press ENTER to confirm.

As you increase the difficulty, the number of questions increase and the amount of time you are given to solve the problem decreases. Use LEFT and RIGHT to select a difficulty level then use ENTER to confirm.

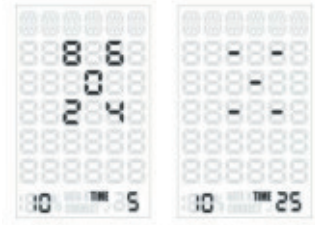
A countdown from 3 to 1 will begin after which your game will start.

Playing the Games

Mode 1: Memorization

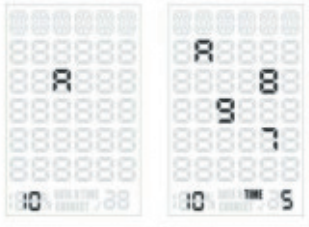
Game 1

The game will display a number sequence. After the numbers disappear you must touch the positions of the numbers in order from lowest to highest (See below).



Game 2

Several letters and numbers will appear on screen. After the screen goes blank, the characters will appear again along with another character that was not there before. You must select this character.

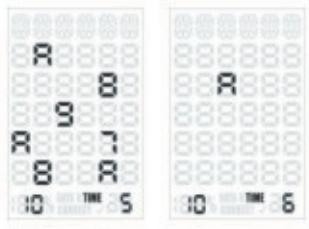


In the example above, A, 8 and 9 appear then disappear. These numbers return along with the number 7. The number 7 was not previously shown.

Game 3

In this game, you are required to count the number of times that a particular character has appeared on screen.

In the example below, several characters appear. On the screen below you are asked to remember how many times the letter A appeared.



Mode 2: Listening

Game 4

The objective of this game is to listen to the musical tones then choose if they were played from a high to low or low to high pitch.

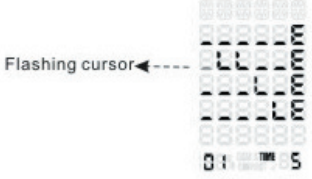
Game 5

In this game, you will listen to several notes then choose how many notes were played.

Mode 3: Imagination

Game 6

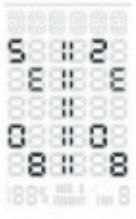
The objective of this game is to move the flashing cursor and reach one of the end points. (E's). With the stylus, choose the "E" where the cursor will end up as it moves along the "L". You can only move forward . In the example, the flashing cursor will reach the lowest row "E".



Mode 4: Intuition

Game 7

In this game you must figure out which character is different when they are flipped. The screen will divide into two halves. The characters on the right side are flipped horizontally. Touch the character on the that is different from the left and right screen after you flip the characters of the right screen horizontally, such as the "E" in the following diagram.



Game 8

In this game, the screen displays a set of characters. Touch the matching pair of characters.

In this example, you would select the two 8's.

Mode 5: Analysis

Game 9

The objective here is to count the number of a particular character. The display will show a mix of characters. A few seconds later a specific character will show on the bottom left corner, underneath the jumbled characters. In the diagram on the right, you are being asked to count the number of A's in the jumbled set.

Game 10
In this game, touch the character which is represented the most number of times.

In this example, "A" is represented the most. Touch any "A" as your answer.

Mode 6: Calculation
Game 11
This game requires that you select the answer to arithmetic problems. Below the problem will be a series of answers. Touch the one you think is correct.

In this example, the answer is 18. Touch the number to make it your answer.

Option Modes
Use LEFT and RIGHT to highlight cycle past the game modes and into the option modes. The 5 option modes are:
- Data
- Time
- Contrast
- Sound
- Power

Option 1: Data
In the Data screen you will see the average score of any of the games except Game 11. Use LEFT and RIGHT to select a game mode and a game. Use ENTER to confirm your selections. Hit CANCEL or MENU to exit.

Game 11 Data
When you select to view the data for Game 11, use LEFT and RIGHT to cycle though Year and Month records. Touch ENTER to view the data for the monthly record of the past 12 months and daily record in a month. The Year records shows the average score for each month.

Option 2: Time
Select this option to change the date and/or time. Change the date time as explained in the "Getting Started" section of this user's guide.

Option 3: Contrast
Select this option to change the contrast of the screen. The default setting is 5. Use LEFT and RIGHT to increase or decrease the contrast (between 0 and 7). Press ENTER to confirm.

Option 4: Sound
Use this option to turn the sound off and on.

Option 5: Power
Use this option to power off the unit.

RESET

On the back of the unit is the reset button. Should the unit "lock up", use a pen tip or other similar object to press this button and return the unit to its default settings. This will erase any game data as well as the date and time.

ABOUT ALBERT EINSTEIN

Born: March 14, 1879
Ulm, Württemberg, Germany

Died: April 18, 1955 (aged 76)
Princeton, New Jersey, USA

Residence: Germany, Italy,
Switzerland, USA

Citizenship:
German (1879-1896,1914-1933)
Swiss (1901-1955)
American (1940-1955)

Notable Awards:
Nobel Prize in Physics (1921)
Copley Medal (1925)
R.A.S Gold Medal (1925)
Max Planck Medal (1929)
Benjamin Franklin Medal (1935)

Honorary Doctorates:
Princeton (1921)
Oxford (1931)
Harvard (1935)

"Great spirits have always found violent opposition from mediocrities. The latter cannot understand it when a man does not thoughtlessly submit to hereditary prejudices but honestly and courageously uses his intelligence."

Care & Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4°C and 38°C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.
- Do not submerge this unit in water or other liquids.

Battery Information

- Your Touch Mind Trainer uses 2-AAA batteries.
- Do not mix old and new batteries.
- Do not mix alkaline & standard or rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.

Computers can sometimes "lock up" due to static discharge or other electrical disturbances. If this should happen, use a slim, pointed object to press the button marked "RESET."

This device complies with Part 15 of the FCC Rules Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if no installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

90-DAY LIMITED WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address below.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. This warranty does not cover cost of repairs made or attempted outside of the factory.

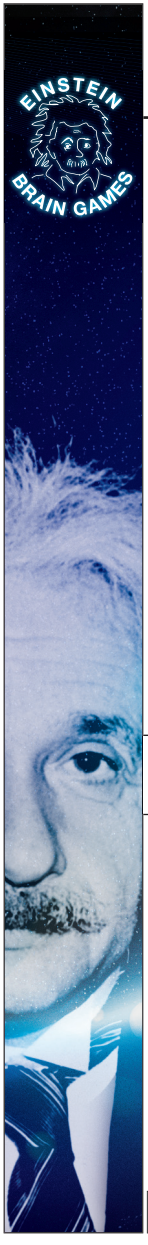
Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of LIMITED 90-DAY WARRANTY implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.
Phone: 305.477.8080
Fax: 305.477.9516
www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton. If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

NOTE: Please do not send your unit without first receiving an estimate for servicing from EXCALIBUR ELECTRONICS, INC. Contact us before sending your unit. We cannot store your unit!



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